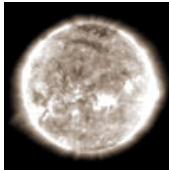


donjon

SWd6 System Generator

Nono



G1 V Yellow Main Sequence



Rock Planet



Rock Planet

2 moons



Nono

2 moons

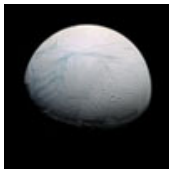


Rock Planet

1 moon



Asteroid Belt



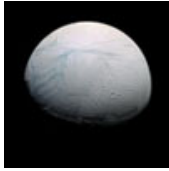
Ice Planet



Ice Planet

2 moons

Ice Planet

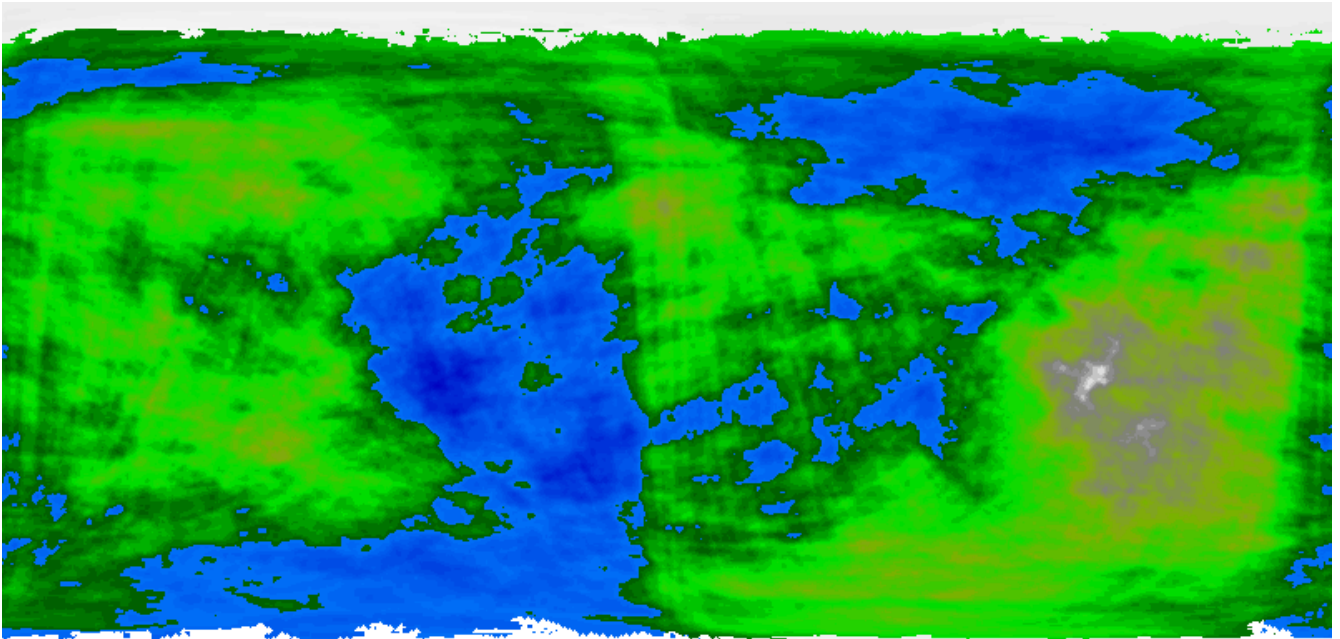


1 moon

<b>Nono</b>	
<b>Type:</b>	<b>Terrestrial</b> The planet is a typical ball of rock and metals orbiting a sun. Most terrestrial planets have atmospheres, and many have developed life.
<b>Terrain:</b>	<b>Plain</b> Plains areas are simply huge, flat expanses of life, typically supporting grasses and bushes as primary forms of plant life. Grasslands can be found in virtually any hydrosphere and temperature range, but they are most common in tropical and temperate dry regions. Very cold, dry grasslands are often called tundra, and very warm, dry grasslands are often called savannahs.
<b>Temperature:</b>	<b>Temperate</b> Temperate planets average between -5 and 29 degrees Celsius, and are in the most comfortable temperature bands for humans and other life forms.
<b>Gravity:</b>	<b>Standard</b> Standard gravity is that which is most common on Imperial worlds, and therefore most comfortable for most species. Standard gravity includes several gradients of true gravitational pull, but is placed within this convenient grouping.
<b>Atmosphere:</b>	<b>Type IV (Environment Suit Required)</b> Type IV atmospheres are not only poisonous, but they are so reactive that they will cause injury to persons who are exposed to it. Environment suits, spacesuits or life-support equipment is required to venture through the atmosphere, or characters will suffer burns and other grievous injuries. If the planet is frigid, a thermal suit may be necessary. These atmospheres may also be flammable or highly explosive.
<b>Hydrosphere:</b>	<b>Dry</b> The planet is 50-84 percent covered by land. The planet has some standing liquid, and the land is probably a mixture of desert, dry plains, tundra, or other terrain types not requiring a great deal of water.
<b>Length of Day:</b>	<b>21 hours</b>
<b>Length of Year:</b>	<b>360 days</b>
<b>Starport:</b>	<b>Landing Field</b> There may be a flat space on the ground for ships to land. There is no control tower (there may not even be other starships on the planet). Fueling and repair services are probably unavailable at any price.
<b>Population:</b>	<b>62 billion</b>
<b>Function:</b>	<b>Disaster</b> Disaster planets have gone through cataclysmic changes that have dramatically altered the world's history. The event could have been a war that used atomic weapons, a plague, an industrial accident, a collision with a large stellar body (such as an asteroid) or a dramatic change in the nature of the system's star (such as when stars balloon into red giants, incinerating all of the inner planets and drastically changing the climate of the surviving worlds). The disaster could have occurred just a few years ago (generally making the world very dangerous), or it could have happened decades or eons ago (in which case the danger from the actual disaster may have passed, but the aftermath could be devastating).
<b>Government:</b>	<b>Dictatorship</b> Dictatorships are commanded by a single individual, such as a charismatic military officer, or an insane politician who will execute anyone. Dictatorships are almost always repressive and intolerant of divergent political, philosophical and social views.

**Tech Level:** Atomic

Atomic planets have advanced, large-scale production of goods. They will be very interested in new technologies. More advanced alloys and plastics become available. Space travel is still in its infancy. Established industries, such as transportation, communications, medicine, and business, quickly progress and grow.



Based on tables from the Star Wars Planets Collection, by West End Games.

Star Wars is a registered trademark of Lucasfilm Ltd.

No infringement intended.

Fractal World Generator by drow

<http://donjon.bin.sh/>

Based on code by [John Olsson](#)

code Copyright © 2009-2016 drow

Some content used under the [Open Gaming License](#)